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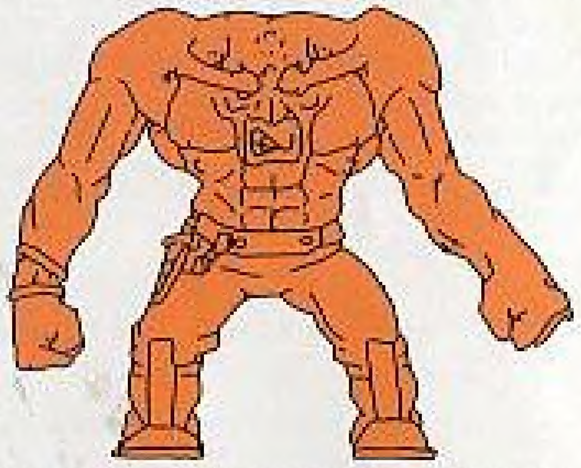

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Printed in Japan

EmuMovies

HOW TO PLAY

NES-IY-USA

MONSTER IN MY POCKET

KONAMI®

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WELCOME TO THE WORLD OF KONAMI!

Congratulations! You are now the proud owner of Monster In My Pocket® for the Nintendo Entertainment System® based on the monstrously fun series of collectable little creatures. We suggest that you read the following instructions thoroughly before stalking through this primitive adventure.

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YOU'VE GOT A POCKETFUL OF TROUBLES, PAL.

It was midnight, a monster's favorite time of day. The base of Monster Mountain volcano was packed with throngs of creatures, phantoms and ghouls of every description. Yes, it was time again for the convention of history's greatest monsters, held once every 100 years. (They don't meet any more frequently because the good monsters and bad monsters aren't exactly on snarling terms.) The attendees were taking a soda pop break, waiting for the "How to Improve Your Scare Tactics" workshop to begin. Little did they realize that their convention was about to turn into a real blowout.

Without warning, the ground began to shake. The earth began to split. Then the volcano's mouth exploded into a cloud of fire, ash and rocks that blotted out the moonlight, casting the conventioneers into total darkness. We're talking major eruption. This one made Mount St. Helens look like a five cent firecracker. When the smoke cleared, the monsters found themselves right smack in the middle of downtown Los Angeles. Not only that, but they had been transformed into tiny terrors of pocketable proportions. (Why? Who knows, that's how things happen in the mysterious realm of monsterdom.)

A group of good monsters, led by The Vampire and The Monster, scrambled for safety amidst the humongous human hazards swirling about them. They found sanctuary in the pocket of a leather jacket. Which was promptly stuffed into a gym bag by its owner Jack, the teenage "Captain of Cool." Jack grabbed his bag, jumped on his motorcycle and tooled home, only to discover the stubby stowaways in his coat. He agreed to let the monsters stay, and it wasn't long before they became friends. But no one knew what became of the bad monsters.

Until one night when The Vampire and The Monster were watching Monster Movie Mania Week on their Konami 27-inch Superlux color television with remote control. Suddenly, right after a commercial for Monster Chips the TV screen went haywire and there appeared the wicked Warlock, chief trouble maker and head bad monster honcho. "I'm going to release my monsters who will make mincemeat out of you and your goody-two-shoes friends," he cackled.

Well, you better do something about this, or the good ghouls will live forever under the bad ghouls rule. You can do it. After all, are you a monster or a mouse? (Actually, you're a mouse-sized monster.)

HOW TO PLAY - OR - WINNING THIS GAME WILL BE NO SMALL FEAT.

Your mission is clear: take on the role of The Vampire or The Monster, fight your way past the world's meanest little monsters and destroy Warlock. To make things interesting, each bad monster has its own special way of inflicting pain. (If you don't think you can handle it alone, get a friend to join you and play in the 2 Player Mode.)

Your adventure begins in Jack's room and takes you through a total of six giant levels crammed with big time obstacles. At the end of each level awaits a boss monster ready to tear your tiny body into even finer bits. Along the way you'll find "oversized" objects like keys and bolts which you can pick up and hurl at oncoming enemies.

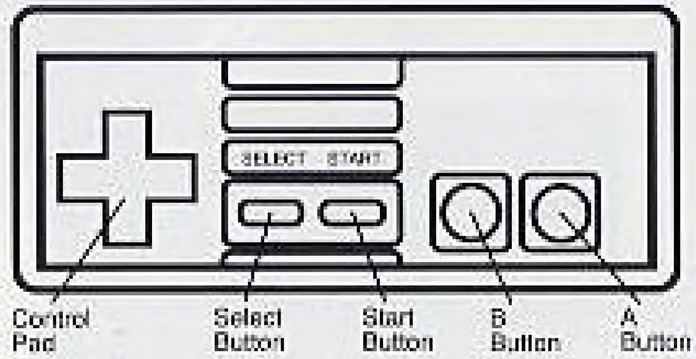
You'll start out with three monster lives. Keep an eye on your life gauge; you'll lose a life when it drains empty. However, picking up a Heart-in-A-Jar will give you a power boost, so grab as many as you can. You'll get points for every monster you mash. You can also earn extra lives by running up your score: one additional life for the first 500 points, then another for every 2000 points. You'll be rewarded with bonus points when (if!) you complete a stage. Also remember that there's a special Monster Survival Mechanism built into the 2 Player Mode. When one monster is out of lives, he can take one from his partner by pressing the A BUTTON (as long as his partner has a life to spare!)

NOTE: When your monster runs out of lives, the Continue Mode will give you the option of restarting at the beginning of the stage you were last in. But you can only do that three times.

ON YOUR MARK, GET SET, GHOUL!

Insert the game into your NES™ and turn it on. Wait for the Title screen to appear. Press the SELECT BUTTON to get to the Player Select screen. Use the CONTROL PAD to pick 1 or 2 Player Mode, then press the START BUTTON to lock in your choice. Now you decide which monster you want to be. Make your selection with the SELECT BUTTON and press the START BUTTON twice to begin the game.

MONSTERS MOVE IN MYSTERIOUS WAYS



START BUTTON: Press to begin and pause game.

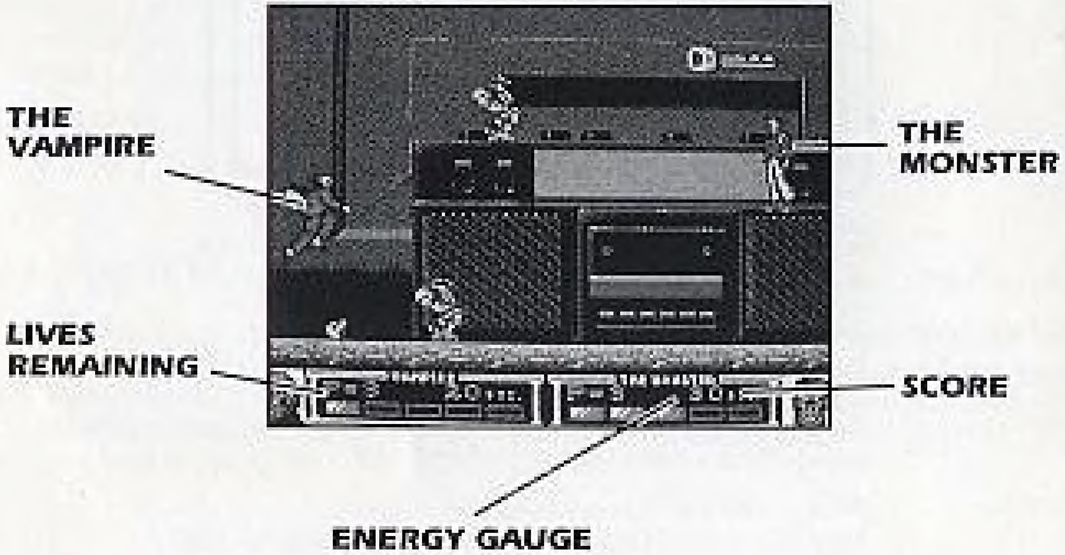
SELECT BUTTON: Press to select your monster.

CONTROL PAD: Press Left or Right to walk. Press Down to crouch.

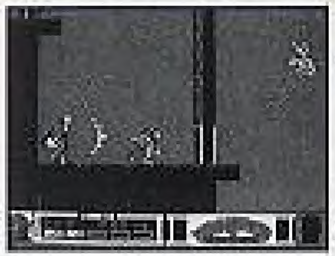
A BUTTON: Press to jump. Press again at the highest point of the jump to go even higher. Press while holding CONTROL PAD Down to descend.

B BUTTON: Press to attack or throw an object.
Press with A BUTTON to jump and attack or throw an object.
Press while holding CONTROL PAD Down to crouch and attack or throw an object.
Press while holding CONTROL PAD Down to pick up an object.

WHAT'S WHAT - THE GAME SCREEN



THE WARLOCK STAGES A SIX STAGE ATTACK



Stage 1

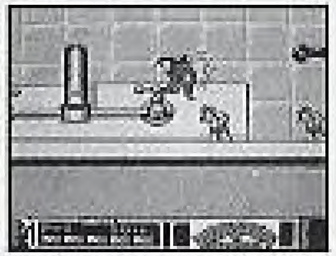
Monsters In My House

Make your way from Jack's room, downstairs, and through the living room. (Hopefully Jack's mom hasn't called the exterminator.)

Stage 2

Big Trouble In The Kitchen

What's cookin' is your goose if you don't make it up the chairs, across the counter tops, over the stove and into the freezer.



Stage 3

Crisis From Underground

Dodge the golf balls, drop down the manhole and sludge your way through the sewer.

Stage 4

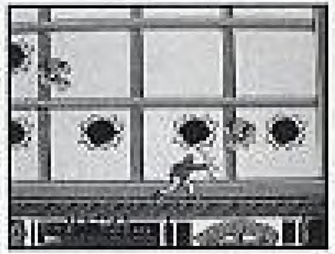
Towering Catastrophe

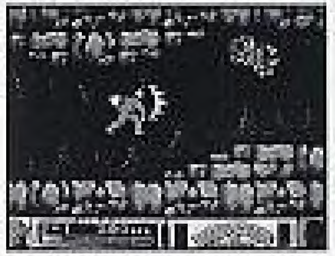
Danger is under heavy duty construction here as you climb the steel girders, and ride the elevator and crane.

Stage 5

Oriental Illusion

To reach the oriental palace you must first survive a bamboo garden and barbed wire fence. Either of which could turn you into chop suey.



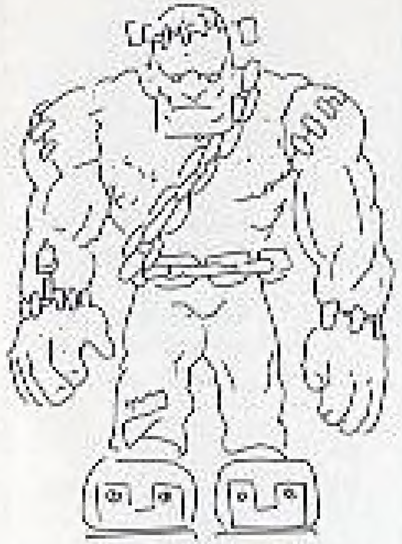


Stage 6

Last Battle At Monster Mountain

If you actualy make it here you'll encounter all the boss monsters previously defeated. Beat them all again and you'll have to fight Warlock in the final battle.

THE GOOD GHOULS



The Monster

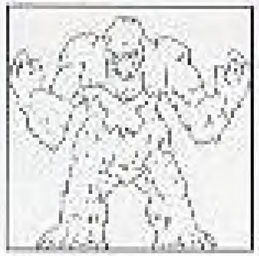
Packs a powerful punch for such a little guy.

The Vampire

This toothy terror brass enemies with an energy wave from his fingertips. (But he'll never get close enough to put the bite on them.)

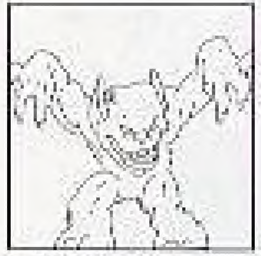
THE BAD GHOULS

Spring Heeled Jack
Bounces around while throwing sharp knives at you.



Bigfoot
You'll instantly go into a deep freeze if his blasts of cold breath touch you.

Kraken
Keep at arm's length from this creature's tentacles.



Gremlin
Don't get beaned by the balls he throws.

Medusa
She'll give you a light, alright. A paralyzing beam of light, in fact.

Warlock
Uses his magic to fire magic lightning jolts. Shocking, isn't it?

WARLOCK'S FREAKY FRIENDS

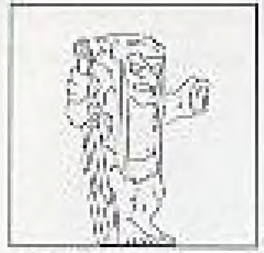
The Beast
5 pts.
An expert knife thrower who moves quickly.

Skeleton
5 pts.
Heads will roll when you meet this guy.

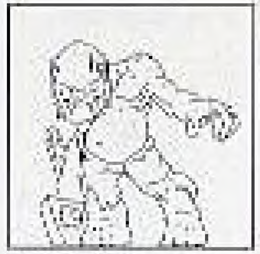
Hunchback
5 pts.
Bounces around with great unpredictability.

Winged Panther
5 pts.
Flies in the face of danger.

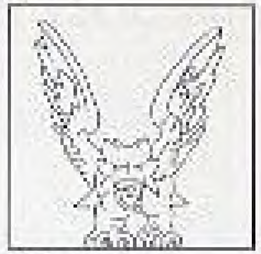
Witch
5 pts.
Vanishes and reappears while firing a nasty loop of light.



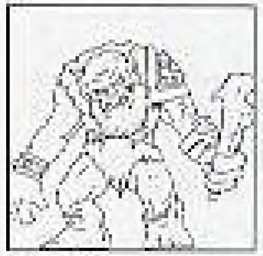
Charon
5 pts.
Also known as old man river.



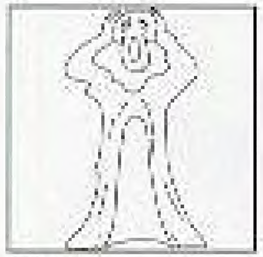
Ghoul
10 pts.
He loves to give you the axe.



Roc
10 pts.
You'll have egg on your face with this guy.



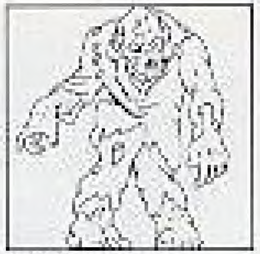
Ogre
10 pts.
Doesn't fool around, just comes right at you.



Ghost
10 pts.
An airborne pest.

Goblin
10 pts.
Throws weapons good enough to eat - rock candy.

Cerberus
10 pts.
Speed is of his essence, so get out of his way fast.



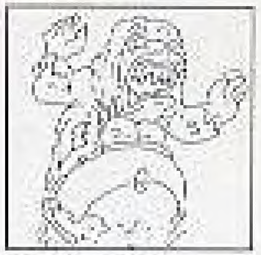
Zombie
10 pts.
Makes a simple straightforward attack.

Red Cap
10 pts.
No one's safe when he slides.

Chimera
10 pts.
Uses the run-and-shoot, with the shoot being fire.

Haniver
15 pts.

Usually has his head buried, but pops up with a mouthful of fire.



Baba Yaga
15 pts.

Hops around with her feet in a kettle.

Hobgoblin
15 pts.

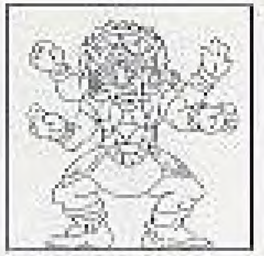
Another master of the straight-on attack.

Harpy
15 pts.

A triple threat with sharp talons.

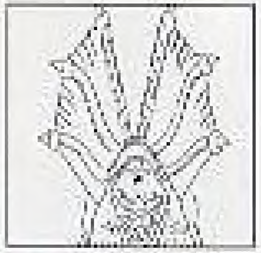
Manticore
15 pts.

Bone up on your defense against this guy.



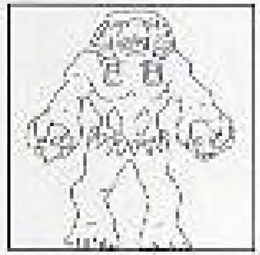
Kali
15 pts.

When she reaches the end of her rope, you'll get the hook.



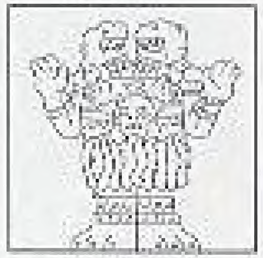
Catoblepas
15 pts.

Look up in the sky. It's a bird, it's a plane, it's a Catoblepas (pik-fresh-salsa-on-Cantaloupe just to make her mad).



Karnak
15 pts.

A dogged pursuer of all good monsters.



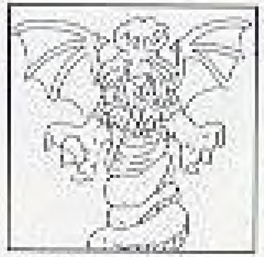
Coatlicue
15 pts.

Attacks when you're not looking.

Triton
20 pts.
A true foul water fiend.

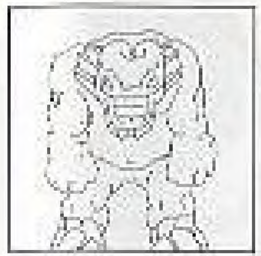
Tengu
20 pts.
Jumps in front of you and tries to punch you.

Cyclops
20 pts.
Breaks through and attacks.

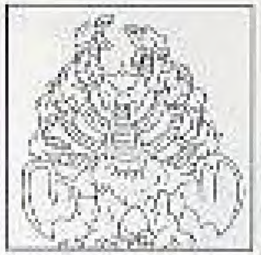


Cockatrice
20 pts.
Has fire in his eyes and uses it when he springs.

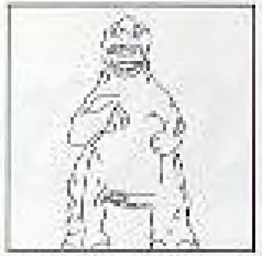
Minotaur
20 pts.
He'll charge you with his powerful body.



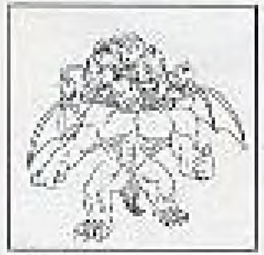
Behemoth
25 pts.
An enemy with lots of body.



Hydra
25 pts.
You won't be laughing when you get a whiff of his gas.



Tyrannosaurus Rex
25 pts.
The classic fire breathing dinosaur.



Great Beast
25 pts.
Flies with the greatest of ease.

OBJECTS EVERY GOOD LITTLE MONSTER WANTS

Key

Unlock the enemy-erasing potential of this item by picking it up and throwing it.

Heart-In-A-Jar

Leftovers from Dr. Frankenstein's laboratory. Move over them and pump new life into yourself.

Bolt

Also good for nailing those bad monsters. Just pick it up and heave the hardware.

SCORES

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

TREAT YOUR KONAMI GAME PAK CAREFULLY

- This KONAMI Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes in temperature. Never attempt to open or dismantle the cassette.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the cassette or removing it from the NES Control Deck.